TCS-023

Ops and Tactics: Soldier Field Guide

Player Resource Guide

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Centurion City Government

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Player Statistics

Creating and Leveling a Character

These are step by step instructions for rolling a character as well as increasing a character's level beyond level 1. When playing a game that starts at a level higher than level 1, it is highly recommended that you level the character a single level at a time, going through the normal leveling procedures for each level.

Step 1 (1st level only): Ability Scores

The first step is to acquire ability scores. This can be done in a manner of ways, depending on how your GM decides to give you scores. After acquiring your 6 ability scores, set your ability scores. When setting ability scores, be sure to set your Strength ability focuses; Power and Focus, and Dexterity ability focuses; Marksmanship and Agility. After these are filled out, calculate the Core HP of the character.

Ability Focuses

When a character assigns ability scores and determines their ability modifiers, they then assign the ability modifier for STR into FOC & POW and DEX into MRK & AGI, equal to the total ability modifier for that ability.

> Example: *A modifier of +2 could be divided into +2/+0, +1/+1, or +0/+2. A modifier of -2 could be divided into -2/+0, -1/-1, or +0/-2*

Step 2: Occupations

Occupations represent the current line of work that the character is in, at least before or at the beginning of the campaign. Occupations govern the starting wealth points, bi-weekly wealth points, and any additional skills or feats that are granted by that occupation. Occupations are listed in Chapter 3.
Occupations are not supposed to be a hard representation of actual job titles, rather a general field of study or group of jobs that the character is involved in. When creating a character, try to think of a specific job your character has, and try to place it in one of the categories that you, and the GM best feel would fit.

Occupational Skills

Many occupations grant skills. The number in parenthesis denote how many skills a character gets from their occupation. Occupational skills are selected before the primary selected skills, called focused skills. If they select a skill that they have already chosen as a occupational skill, they gain a +1. Every level, they gain a +1 in the occupational selected skills as well.

Occupational Feats

Select occupations grant feats. These feats are extra feats beyond what the character's race, and level grant. These feats are selected before the standard feats that a character gets.

Occupational Wealth and Equipment

All occupations give wealth, both starting and bi-weekly wealth. This wealth is meant to represent any assets and disposable income that the character has, after things like bills, payments, mortgages and taxes are paid.
Plenty of occupations also issue equipment as a part of their daily duties. Be sure to talk to your Game Master on any specific changes they may want to make involving issued equipment.

Step 3: Skills

The next step of the character is to select 7 skills from the list of skills available as focused skills. A focused skill is a skill that a character has focused in, and a character can spend skill points on these skills at the rate of 1 skill point per rank. A character can select any 7 skills, but they receive all of the Magic, Invoking, and Psionic Skills, Linguistics, Knowledge (Pop Culture), Perception, and Knowledge (Streetwise) as focused skills. Any skill that is not selected or not a part of the skills that are automatically granted as focused skills are considered non-focused skills, and a character can spend skill points on those skills at the rate of 2 skill points per rank.
The Starting Skill Point formula is: `((3 + INT MODIFIER) X 5)`
The Leveling Skill Point formula is: `(3 + INT MODIFIER)`
The Maximum Skill Point ranks for focused skills is: `(Level + 4)`
The Maximum Skill Point ranks for unfocused skills is: `((Level + 4) ÷ 2)`

Step 4: Feats

A character gains 2 feats per level, plus any feats they receive per their race. Humans receive 1 additional feat at 1st level.

Step 5: Character Statistics

After feats are selected, a character then fills out the rest of their values, such as Defense, Mental Limit, Combat Points, and attacks.

Base Attack Bonus (BAB)

Base attack bonus is the basic fighting ability of the character. It is a base bonus that applies to all attacks that the character makes. Base attack bonus starts at +1 at level 1, and increases by +1 every level.

Attack Bonuses

Attack bonuses fall into two categories: Ranged and Melee. Ranged attack bonuses are governed by the base attack bonus of the character, their Marksmanship modifier, and any miscellaneous bonuses. Melee attack bonuses are governed by the attack bonus of the character, their Focus modifier, and any miscellaneous bonuses.
The Starting Melee Attack formula is: `(FOC MODIFIER + BASE ATTACK BONUS + MISCELLANEOUS MODIFIERS)`
The Starting Ranged Attack formula is: `(MARK MODIFIER + BASE ATTACK BONUS + MISCELLANEOUS MODIFIERS)`

Combat Points (CP)

Combat Points are a representation of how many actions a character can perform in a single turn. In Ops and Tactics, every action in combat has a Combat Point value, and a character can perform as many actions, in any order, as they have Combat Points for. The value for Combat Points is effected by the character's race, so be sure to verify that you are using the correct calculation.
A character has 15 Combat Points, or the Racial Combat Point value.

Defense (DEF)

A character's Defense represents how hard it is for opponents to land a solid, damaging blow on the character. It is the attack roll result that an opponent needs to exceed to hit the character. A character's DEF is equal to: `10 + AGI Mod + Equipment bonus + Size Mod + Movement + Misc Mod`

Agility Modifier If a character's agility is high, they are particularly adept at dodging blows or gunfire. If a character's agility is low, they are particularly inept at it. Characters apply their AGI modifier to defense. Sometimes a character can't use their DEX bonus, this is what is what is called being "Flat-Footed".

Equipment Bonus Armor provides Damage Reduction to anyone who wears it, but a character who is proficient in the use of a certain type of armor receives the bonus to DEF. This bonus represents the armor's ability to protect the character from blows. Sometimes a character can't use their equipment bonus to Defense, this is what is called "Touch Defense". If an attack will damage the character just by touching them, that character can't add their equipment bonus.

Size Modifier The bigger an opponent is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Since this same modifier applies to attack rolls a creature doesn't have a hard time attacking another creature of the same size.

Movement Modifier When a combatant moves during combat, they become harder to hit. For every 5 feet beyond the first 20 feet a character moves they gain a +1 bonus to their DEF until their next turn, to a maximum of +10 DEF.

Miscellaneous Modifiers Other factors can add to a character's DEF, such as Feats, or dodge bonuses. Some feats give a bonus to a character's DEF. Some other DEF bonuses represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies a character their AGI modifier also denies their dodge bonuses.

Saving Throws

Saving Throws are used to avoid or prevent status changes or damage. Reflex is the measurement of moving and avoiding things, and is governed by the character's Agility modifier, and any miscellaneous modifiers. Fortitude is the measurement of physical resistance, and is governed by the character's Constitution modifier, and any miscellaneous modifiers.Will is the measurement of mental resistance, and Will is governed by the character's Wisdom modifier, and any miscellaneous modifiers.

The Starting Reflex Saving Throw formula is: `(AGI MODIFIER + MISCELLANEOUS MODIFIERS)`
The Starting Fortitude Saving Throw formula is: `(CON MODIFIER + MISCELLANEOUS MODIFIERS)`
The Starting Will Saving Throw formula is: `(WIS MODIFIER + MISCELLANEOUS MODIFIERS)`

Core Hit Points (CHP)

The CHP formula is: `CON SCORE + 2` or the Racial Core Hit Point formula.

Extended Hit Points (XHP)

XHP is a measure of a character's ability to turn a direct hit into a graze or a glancing blow with less serious consequences. XHP goes up with level, giving high-level characters more ability to shrug off attacks. Most types of damage reduce XHP.
The Starting XHP formula is: `((3 + CON MODIFIER) X 2)`
The Leveling XHP formula is: `(3 + CON MODIFIER)`

Recoil Reduction

Recoil reduction is the stat that determines how recoil affects you as a character. When performing various firearm attacks, they may have what is called the "Recoil Penalty", which is governed by the Caliber Recoil Penalty of the caliber that the character is firing. This is negated firstly by the Recoil Reduction Statistic that the character has, then any bonuses, and finally their attack bonus. It is possible for the Recoil Reduction to be negative, adding penalties to recoil.
The formula for Recoil Reduction is: `STR SCORE - 10`

Carry Capacity

A character's carrying capacity depends directly on the character's STR score.

Medium Load A character is medium encumbered when they are carrying over their total carrying capacity but less than twice their carrying capacity. A medium encumbered character performs as if their AGI modifier were no higher than +3. In addition, the character takes a –3 encumbrance penalty on attack rolls and checks involving the following skills: Acrobatics, Athletics, and Stealth. This encumbrance penalty stacks with any armor penalty that may also apply. A medium encumbered character spends 2 Combat Points per 5' to move.

Heavy Load A character is heavily encumbered when they are carrying over twice their total carrying capacity but less than three times their carrying capacity. A heavily encumbered character performs as if their AGI modifier were no higher than +1. In addition, the character takes a –6 encumbrance penalty on attack rolls and checks involving the following skills: Acrobatics, Athletics, and Stealth. This encumbrance penalty stacks with any armor penalty that may also apply. A heavily encumbered character spends 3 Combat Points per 5' to move. No character can move or perform any other actions while carrying more than their heavy load.

Lifting and Dragging A character can lift their carrying capacity load over their head. A character can lift up to six times their carrying capacity off the ground, but they can only stagger around with it. While overloaded in this way, the character loses any AGI bonus to DEF and can only move 5' per round (for 12 Combat Points). A character can generally push or drag along the ground up to ten times their carrying capacity load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them.

Carrying Capacity List	Calculation
Carrying Capacity	STR SCORE * 4 lbs
Maximum Medium Load	STR SCORE * 8 lbs
Maximum Heavy Load	STR SCORE * 12 lbs
Lift Over Head	STR SCORE * 4 lbs
Lift Off Ground	STR SCORE * 24 lbs
Drag	STR SCORE * 40 lbs

Table 1: Carrying Capacity

Bigger and Smaller Creatures The Carry Capacity formula is for Medium bipedal creatures. Larger and Smaller bipedal creatures can carry more or less depending on their size category. Quadrupeds, such as horses can carry heavier loads in general. Multiply the Carry Capacity amounts by the number given on the following table to determine the creature's actual carrying capacity, rounded up.

Size	Bipedal	Quadruped
Fine	.125	.25
Diminutive	.25	.50
Tiny	.50	.75
Small	.75	1
Medium	1	1.5
Large	2	3
Huge	4	6
Gargantuan	8	16
Colossal	16	24

Table 2: Carrying Capacity of Different Sizes

Mental Limit

Mental Limit is a representation of a character's mental capacity to use Magic, Psionics, and Incantations. The value for Mental Limit can be effected by the character's race, so be sure to verify that you are using the correct calculation. In games without Magic, Psionics, or Incantations, Mental Limit should not be calculated.
The formula for the Mental Limit is:
((6+WIS Score)×Character Level)+40 or the Racial Mental Limit formula.

Step 6: Character Option Points (COP)

After finishing your character's ablities and stats, the next step is to set the Character Option points. Character option points should be selected according to the character's specifications, and how the player wishes to play or focus on the character. When playing a character that starts at a level higher than 1, it is best to do the character option points level by level. Each character gains 4 Character Option Points per level.

Cost	Level 1 Benefit	Level 2+ Benefit
1 COP	+2 Base Save Bonus in one area (Max twice per lvl, per save)	+1 Base Save Bonus in one area (Max twice per lvl, per save)
1 COP	+15 additional Skill Points	+3 additional Skill Points
1 COP	+2 additional XHP	+1 additional XHP

Table 3: Character Option Points

Base Save Bonus (BSB)

Base save bonuses are the basic ability for a character to resist one of three kinds of sudden effects. A character can purchase no more than two base save bonus increases per save type.

Skill Points

Skill points are how a character is measured in the various skills in Ops and Tactics; the more skillpoints you have, the more skillpoints you can spend. There is no limit on the amount of purchase a character can spend on these points.

Extended Hit Points (XHP)

XHP is a measure of a character's ability to turn a direct hit into a graze or a glancing blow with less serious consequences.

Step 7 (1st level only) : Miscellaneous Character information

This step includes anything that may or may not affect the character. Things such as descriptions, age, job history, likes and dislikes, and other things that flesh out the character, including equipment.

Experience Points

Level	EXP Required to Reach Level
1	0
2	1,500
3	6,000
4	13,500
5	24,000
6	37,500
7	54,000
8	73,500
9	96,000
10	121,500
11+	((Targeted level - 1) × (Targeted level - 1)) × 1500

Table 4: Experience Point Cost

Characters always start at 0 Experience Points, regardless of what level they start at. After every level, a character's Experience Points return to 0, and they have to build up to the next level. Any Experience Points left over from leveling are applied to the character after they return to zero, rolling over from the last level.

Combat Values

Game Master Information

Below is a collection of useful charts and information for a GM. They can be printed out to create a GM screen.

Cased Ammunition

Caliber	Damage	Recoil Mod	Craft Category
.41 Rimfire	1	+0	2nd
.22 Short	1d2	+0	2nd
.22 Long Rifle	1d4	+0	2nd
.32 Rimfire	2d3	+0	2nd
.17 HMR	1d4+2	-1	2nd
.22 WMR	2d4+2	-2	2nd
.44 Henry	2d6+1	-2	2nd

Table 5: Rimfire Ammunition

Caliber	Damage	Recoil Mod	Craft Category
.25 ACP	1d3	+0	2nd
.32 ACP	1d6	-1	2nd
7.65mm Longue	1d4+2	-1	3rd

Table 6: Light Rimless Ammunition

Caliber	Damage	Recoil Mod	Craft Category
.380 ACP	2d4	-1	2nd
8x22mm Nambu	2d4	-1	2nd
9x18mm PM	2d4+1	-1	3rd
.30 Super Carry	2d6-1	-2	3rd
9x19mm	2d6	-2	3rd
.40 S&W	3d4	-3	3rd
.38 ACP	2d6+1	-2	3rd
.38 Super	3d4+3	-4	3rd
7.63x25mm Mauser	2d8	-3	4th
.22 TCM	2d3+3	-1	4th
7.63mm Mannlicher	1d6+4	-3	5th
.357 SIG	2d6+2	-3	5th
7.62x25mm Tokarev	2d8+2	-4	5th
9x23mm Steyr	2d6+3	-3	4th

Table 7: Intermediate Rimless Ammunition

Caliber	Damage	Recoil Mod	Craft Category
.45 ACP	3d4+2	-4	4th
.45 GAP	3d4+2	-4	4th
10mm Auto	2d6+4	-4	5th
.44 AMP	3d6	-4	5th
.45 Winchester Magnum	3d6+1	-4	5th
.50 GI	5d3+2	-5	5th
.475 Wildey Magnum	3d6+5	-6	5th
.460 Rowland	4d4+2	-5	6th
.50 Action Express	3d6+2	-5	6th

Table 8: Heavy Rimless Ammunition

Caliber	Damage	Recoil Mod	Craft Category
.38 Long Colt	1d4	+0	3rd
.38/200	1d4+3	-1	3rd
.38 S&W	1d4+3	-1	3rd
.38 Special	2d4+1	-1	3rd
.476 Enfield	1d4	+0	4th
9mm Japanese Revolver	1d6+2	-2	4th
7.62x38mmR	1d8+2	-3	4th
.32 S&W Long	1d4+1	+0	3rd
.32 H&R Magnum	1d8+3	-3	4th

Table 9: Light Rimmed Ammunition

Caliber	Damage	Recoil Mod	Craft Category
.44 American	1d6+3	-2	4th
.44 Russian	1d6+3	-2	4th
.45 Schofield	2d4+3	-2	4th
.327 Federal Magnum	2d6+1	-2	4th
.45 Long Colt	2d6+3	-3	4th
.41 Long Colt	3d4+1	-3	4th
.455 Webley	3d4+1	-3	4th
.357 Magnum	3d4+3	-4	4th
.32-20 Winchester	1d10	-3	5th
.44 Special	1d6+6	-4	5th
.38-40 Winchester	1d6+5	-3	5th
.44-40 Winchester	1d10+5	-5	5th
.44 Magnum	3d6	-4	5th
.454 Casull	3d6+5	-6	6th
.500 S&W Special	5d6+4	-8	6th
.500 Wyoming Express	4d6+2	-6	7th
.500 S&W Magnum	7d6	-9	7th

Table 10: Heavy Rimmed Ammunition

Caliber	Damage	Recoil Mod	Craft Category
.17 Remington	2d6	-2	2nd
4.6x30mm	3d4–1	-3	5th
5.7x28mm	3d4–1	-3	5th

Table 11: Light Rifle Ammunition

Caliber	Damage	Recoil Mod	Craft Category
.30 Carbine	3d6+1	-4	6th
5.45x39mm	4d4+2	-5	7th
5.8x42mm	5d4	-5	7th
5.56x45mm	5d4	-5	7th
9x39mm	4d4+4	-6	8th
6mm Lee Navy	5d4+2	-6	8th
6.8mm Remington SPC	5d4+3	-6	9th

Table 12: Intermediate Rifle Ammunition

Caliber	Damage	Recoil Mod	Craft Category
6.5 Creedmoor	6d4	-7	8th
6.5x50mm Arisaka	4d6	-5	7th
7.92x33mm Kurz	3d8	-5	7th
.243 Winchester	4d6+2	-6	7th
.300 AAC Blackout	4d6	-5	8th
.30-30 Winchester	4d6+1	-5	8th
6.5mm Grendel	4d6+1	-5	8th
6.5x52mm Carcano	4d6+2	-6	8th
7.62x39mm	4d6+2	-6	8th
.280 British	4d6+3	-6	8th
7.5x54mm French	4d6+4	-7	8th
7.62x51mm	5d6	-6	8th
8mm Lebel	5d6+1	-6	8th
7x57mm Mauser	5d6+2	-7	8th
7.62x54mmR	5d6+2	-7	8th
.303 British	5d6+3	-7	8th
.30-40 Krag	5d6+4	-8	8th
7.7x58mm Arisaka	5d6+4	-8	8th
7.5x55mm Swiss	5d6+4	-8	8th
7.92x57mm Mauser	5d6+5	-8	8th
.30-06 Springfield	6d6	-8	8th
.56-56 Spencer	2d10+5	-6	9th
.45-70 Government	3d10	-6	9th
.50-70 Government	3d10+5	-8	9th
.458 SOCOM	3d12	-7	9th

Table 13: Heavy Rifle Ammunition

Caliber	Damage	Recoil Mod	Craft Category
.300 Winchester Magnum	7d6	-9	9th
.338 Lapua Magnum	7d8	-10	9th
7.92x94mm	7d8	-10	10th
.50 BMG	10d8	-16	10th
12.7x108mm	10d8	-16	10th
13.9x99mmB	12d8	-19	11th
14.5x114mm	10d10	-17	11th
20x102mm	12d10	-20	11th
20x105mm	12d10	-20	11th
20x125mm	12d10	-20	11th

Table 14: Superheavy Rifle Ammunition

Caliber	Damage	Recoil Mod.	Craft Category
.28 Caseless	1d12+3	-4	5th
.40 Caseless	2d12+6	-5	8th
.20 Hi-Velo Caseless	4d12+4	-8	10th

Table 15: Caseless Ammunition Damage

Caliber	Damage	Recoil	Craft Category
.31 Ball	2d3	+0	2nd
.36 Ball	2d4	-1	2nd
.44 Ball	2d6	-2	2nd
.52 Ball	2d8	-3	2nd
.58 Minié Ball	2d10	-4	2nd
.75 Ball	3d8	-5	2nd
.50 Cal Muzzleloader	4d10+3	-8	2nd

Table 16: Black Powder Damage

- **FMJ** Standard damage as listed by caliber.
- **Surplus** Standard damage as listed by caliber. +30% error range.
- **JHP** +2 damage bonus plus +1 damage bonus per damage dice over 3, against unarmored targets. –2 damage penalty plus –1 damage penalty per damage dice over 3, against armored targets.
- **SJHP** +15% error range. +1 damage bonus per damage dice against unarmored targets. –1 damage penalty per damage dice against armored targets.
- **SJSP** +15% error range. +1 damage dice against unarmored targets.–1 damage dice against armored targets.
- **AP** –1 damage die. +2 ballistic piercing damage dice, plus +1 ballistic piercing damage dice per 2 damage dice over 2 against armored targets.
- **Incendiary** +1 fire damage die and +10% error range.
- **Frangible** –4 damage penalty for armored targets and a +3 damage bonus against unarmored targets. Any object with a Hardness of 2 or greater immediately defeats this ammunition.
- **Non-Lethal** Converts all damage to non-lethal bludgeoning, and only deals damage within the first two range increments.
- **Match Grade** +3 attack bonus when used with a match barrel and a +2 attack bonus when used with a precision barrel. –5 damage penalty.
- **Tracer** +1 attack bonus for all multi-shot attack rolls as long as 50% of the fired rounds are tracers.
- **Blank** Converts all damage to no damage and provides a 50% error range. If blank ammunition makes up more than one-fifth of the rounds fired, the firearm's attack does no damage.
- **Wadcutter** +30% error range and –50% range increment. +4 damage bonus plus a +2 damage bonus per damage dice within the first range increment, against unarmored targets. –4 damage penalty plus a –2 damage penalty per damage dice within the first range increment, against armored targets.
- **Semi-Wadcutter** +10% error range and –30% range increment. +2 damage per damage dice within the first two range increments, against unarmored targets. –2 damage per damage dice within the first two range increments, against armored targets.
- **Marker** Converts all damage to no damage. Max 4 range increments.
- **Exploding** +1 additional damage dice of concussion damage that affects the target's CHP immediately and +10% error range.
- **Solid** +6 damage bonus and a +3 damage bonus per 2 damage dice over 3, increases the recoil penalty by 1 per damage dice over 2, and a +25% error range.
- **Rat Shot** –8 damage penalty and a +2 attack bonus, but is only effective for 50'.
- **Cold** –1 damage die, +1 cold damage die. 1d4 CP lost for 1 round after shot, does not stack.
- **Acid** –1 damage die, +1 acid damage die. Take +1 acid damage die every round for 2 rounds.
- **Electric** Converts all damage to electric. +10% error range.
- **Gel** +1 damage die for standard shots, and arm/leg shots, all damage is non-lethal. Head shots are lethal and normal. Considered ballistic and bludgeoning against armor. Only deals damage within the first range increment.
- **UV** Considered a sliver of light to those affected. –1 damage die and a +5% Error Range.
- **Silver Nitrate** Used against any creatures that may have an aversion to silver. –1 damage die and a +5% Error Range.

Muzzleloading Ammunition

- **Lead Bullets** Standard damage as listed by caliber.
- **Sabot Bullet** Increase range by 30'. .50 Cal Muzzleloader only.
- **Hollow Point Bullets** +4 damage bonus against unarmored targets. –4 damage penalty against armored targets. .50 Cal Muzzleloader only.

Cased Ammunition Modifications

- **Linked** Links ammunition to be fired by weapons that used linked ammunition. Any cased ammo may be linked.
- **Low Pressure** –1 damage bonus and reduces the recoil penalty by 1 per damage dice. This is calculated after any increase or decrease of damage dice due to ammunition type.Increases the penalty to the Perception check to hear the weapon when used with a suppressor, and +25% error range. Any cased ammunition may be low pressure.
- **Standard Pressure** No change. Ammo is purchased like this by default.
- **High Pressure** +1 damage bonus and increases the recoil penalty by 1 per damage dice. This is calculated after any increase or decrease of damage dice due to ammunition type. Any cased ammunition may be purchased as high pressure.

- **Over Pressure** +2 damage bonus, increases the recoil penalty by 2 per damage dice the caliber has, and +20% error range. This is calculated after any increase or decrease of damage dice due to ammunition type. On firearm jams, firearm explodes, causing 1d6 slashing damage and completely destroys the firearm. This affects all firearms unless otherwise noted. Any cased ammunition may be purchased as over pressure.

Shell Ammunition

Caliber	Damage	Caliber Recoil Mod	Craft Category
.410 Bore	3d4+1	-3	1st

Table 17: Light Shotshell Ammunition

Caliber	Damage	Caliber Recoil Mod	Craft Category
20 Gauge	4d6	-5	1st
16 Gauge	4d6+3	-6	1st
12 Gauge	5d6	-6	1st

Table 18: Intermediate Shotshell Ammunition

Caliber	Damage	Caliber Recoil Mod	Craft Category
10 Gauge	7d6	-9	1st

Table 19: Heavy Shotshell Ammunition

- **Buckshot**
  - **Standard 00** Standard damage as listed by caliber.
  - **Standard #4** +1 attack bonus and a –2 damage penalty.
  - **Magnum 00** +1 damage die, a +3 damage bonus and increases the Recoil Penalty by 2.
  - **Magnum #4** +1 attack bonus, a +1 damage bonus and increases the Recoil Penalty by 2. Internal mag shotguns with a mag size above 3 lose 1 round of cap per 3.
  - **Mini 00** –5 damage penalty, reduces the Recoil Penalty by 2 and +25% error range. Internal mag shotguns with a mag size above 3 gain 1 round of cap per 3.
  - **Rubber Ball** Converts all damage to non-lethal bludgeoning and +20% error range.
  - **Frangible 00** –6 damage penalty against armored targets, a +6 damage bonus against unarmored targets and +20% error range. Any object with a hardness of 2 or greater immediately defeats this ammunition.
  - **Marker 00** Converts all damage to no damage. Max 4 range increments.
- **Birdshot**
  - **Standard #3** +2 attack bonus and –1 damage die.
  - **Standard #6** +4 attack bonus and –2 damage dice.
  - **Standard #9** +6 attack bonus and –3 damage dice.
  - **Magnum #3** –1 damage die, a +2 attack bonus, a +4 damage bonus, and increases the Recoil Penalty by 2. Internal mag shotguns with a mag size above 3 lose 1 round of cap per 3.
  - **Magnum #6** –2 damage dice, a +4 attack bonus, a +3 damage bonus, and increases the Recoil Penalty by 2. Internal mag shotguns with a mag size above 3 lose 1 round of cap per 3.
  - **Magnum #9** –3 damage dice, a +6 attack bonus, a +2 damage bonus, and increases the Recoil Penalty by 2. Internal mag shotguns with a mag size above 3 lose 1 round of cap per 3.
  - **Frangible #6** +4 attack bonus, a –12 damage penalty against armored targets, a +1 damage bonus against unarmored targets and +20% error range.
  - **Frangible #3** +2 attack bonus, a –9 damage penalty against armored targets, a +3 damage bonus against unarmored targets and +20% error range.
  - **Rock Salt** Converts all damage to non-lethal bludgeoning, provides a +1 attack bonus, –3 damage dice and +20% error range.
- **Slugs**
  - **Standard Slug** –2 attack penalty and +2 damage dice.
  - **Wax Slug** +1 damage die, doubled range increment penalty. Can't take the benefits of a slug barrel.
  - **AP Slug** –1 damage die, +2 ballistic piercing damage dice, plus +1 ballistic piercing damage dice per 2 damage dice over 2.
  - **Saboted Slug** Multiples a shotgun's range increment by 1.5 rounded up to the nearest 5', and provides +1 damage die.
  - **Magnum Slug** +2 damage dice, a –2 attack penalty, a +6 damage bonus, and increases the Recoil Penalty by 3.
  - **Mini Slug** +1 damage dice, a –2 attack penalty, reduces the Recoil Penalty by 3, and provides a +25% error range. Internal mag shotguns with a mag size above 3 gain 1 round of cap per 3.
  - **Beanbag** Converts all damage to non-lethal bludgeoning, provides a –2 attack penalty and +2 damage dice
  - **Marker** Converts all damage to no damage. Max 4 range increments.
- **Stun** Maximum range of 45' and a blast radius of 15'. Any target caught in the blast must make a Will Saving Throw [TN16] or be blinded for 1d4 rounds, and a Fortitude Saving Throw [TN16] to avoid being deafened for 1d4 rounds. It provides a +55% error range.
- **Blank** Converts all damage to no damage and provides a +40% error range. If blank ammunition makes up more than one-fifth of the rounds fired, the firearm does no damage.
- **Breaching** When fired at an object it ignores 10 points of hardness, provides –2 damage dice, and +30% error range. They have a maximum range of 20'.
- **Flechette** Converts all ballistic damage to piercing damage.

- **Tracer** +1 attack bonus for all multi-shot attack rolls as long as 50% of the fired rounds are tracers.
- **Exploding** When fired at an object it ignores 6 points of hardness, provides a –1 attack penalty and –1 damage die, but all damage is converted to concussion and fire damage and it affects a 5' blast radius.
- **OC Shell** Shoots a 5-foot wide, 20-foot long line of OC powder that causes all those caught in the blast to make a Fortitude Saving Throw [TN15] or be blinded for 1d4 rounds. No attack roll is necessary. A gas mask renders the target immune to the effects and a wet cloth held over the eyes, nose, and mouth provides a +2 bonus to the Fortitude Saving Throw. +50% error range.
- **Flamethrower** Shoots a 5-foot wide, 20-foot long line of flame that deals 2d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary. Any creature caught in the line of flame can make a Reflex Saving Throw [TN15] to take half damage. It provides a +50% error range.
- **Flare** Illuminates a 30' radius for 7 rounds. May also be used as a weapon, with a maximum range of 30' and 2d4 fire damage. +45% error range.
- **Taser** 1d3 electricity damage and 1 non-lethal damage die. Fortitude Saving Throw [TN15] or be paralyzed for 1d6 rounds.

Plasmas

Wattage	Damage	Category
10 kW	1d8–2	1st
15 kW	1d8	2nd
25 kW	1d8+1	3rd
35 kW	2d8	4th
40 kW	2d8+1	5th
45 kW	2d8+2	6th
50 kW	3d8	7th
65 kW	3d8+2	8th
75 kW	3d8+3	9th
90 kW	4d8	10th
100 kW	4d8+2	11th
120 kW	4d8+4	12th
135 kW	5d8	13th
165 kW	5d8+3	14th
180 kW	6d8+2	15th
200 kW	7d8+1	16th

Table 20: Wattage

Bleeding

When a character takes more than 3 points of slashing, piercing, or ballistic damage to CHP or XHP in a single attack, and they are not wearing armor to stop the type of damage, they are now bleeding. When a character is bleeding, they lose HP at the rate of 1d3 per 3 points of applicable damage taken per attack. Bleed damage will stack with any bleed damage the character already has.

Bleed damage is accounted for after the player has finished their turn. In order to stop bleeding, they must receive first aid (Treat Injury check [TN10]).

Bleeding does not stop if a character is considered disabled, or dying.

Extremity Damage

If a character is hit anywhere during a called shot attack with a piercing, bludgeoning, slashing, plasma, or ballistic weapon and that weapon does more than 3 points of damage to that extremity, then the character takes extremity damage. A character can both bleed and take extremity damage.

- If the character is hit in the arm they take a –6 penalty to any skill or ability check using that arm.
- If the character is hit in the hand they take a –12 penalty to any skill or ability check using that hand and cannot use weapons in that hand.
- If the character is hit in the leg the Combat Point cost to move is doubled.
  - If both legs are hit they drop prone, can only spend enough Combat Points to move 5' every round, and cannot pick themselves up, but can otherwise spend Combat Points as normal.
- If the character is hit in the foot the Combat Point cost to move is tripled.
  - If both feet are hit they drop prone, can only spend enough Combat Points to move 5' every round, and cannot pick themselves up, but can otherwise spend Combat Points as normal.
- If a character is hit in the head and is not wearing a helmet that protects against the damage, the attack is automatically considered to be a critical strike and they are stunned for 1d3 rounds.

These penalties and damage stay until the character undergoes successful surgery and receives at least two weeks of long term care.

Action	CP Cost
Fire a Slingshot	6
Fire a Crossbow or Speargun	5
Fire a Bow, Light Pull	5
Fire a Bow, Medium Pull	6
Fire a Bow, Heavy Pull	7
Fire a Flamethrower or Flamer	8
Spray Chemical Irritants	4
Fire Taser	6
Fire Ballistic Knife	4
Fire Mortar	12
Throw a thrown/splash weapon or grenade	5
Single Shot, Diminutive to Small firearm	5
Single Shot, Medium firearm	6
Single Shot, Large to Huge firearm	8
Single Shot, Gargantuan and larger firearms	9
No-miss Shot	12
Double Fire	6
Autofire	6
Potshot	4
Double Tap	6
Burst Fire	5
Bump Fire	5
Suppressive Fire	9
Sweepfire	4
Sprayfire	4
Fanning, Two Round	5
Fanning, Three Round	6
Slamfire, Two Round	5
Slamfire, Three Round	6
Plasarm/Lasarm/Elarm, Single Shot, Diminutive to Small	6
Plasarm/Lasarm/Elarm, Single Shot, Medium to Large	7
Chargeshot	4+(2×level)
Waveshot; Bounceshot	6
Gridshot	5
Pulseshot; Scourshot; Focusshot	4
Throw plasma blade	5
Fire a pistol crossbow	5
Throw a psiblade	5
Fire a stylus	6
Use an Aetherwand	6
Use an Aetherrod	7
Use an Aetherstaff	8

Table 21: Ranged Attack Actions

Action	CP Cost
Standard Melee Attack, Diminutive to Small Weapons	3
Standard Melee Attack, Medium to Large Weapons	4
Standard Melee Attack, Huge and larger Weapons	5
Trip Attack	5
Knockout Blow	12
Disarm Attack	9
Coup de Grâce	12
Melee Attack Modifiers	
Fighting Defensively	+1
Light Attack	–1
Heavy Attack	+2
Full Attack	+7
Aggressive Attack	+2
Thrust Attack	+1
Swipe Attack	+1
Other Attack Actions	
Reaction	7

Table 22: Melee Attack Actions

Action	CP Cost
Walking and Running	1 per 5'
Moving while Crouched	2 per 5'
Moving while Prone; Accelerated Climbing	3 per 5'
Climbing	4 per 5'
Swimming	5 per 5'
Withdraw	4× normal
Draw a weapon from a holster or sheath	3
Draw a weapon from Waistband carry	6
Holster a weapon	4
Retrieve or store an item in a pocket, bag, or pouch	4
Retrieve or store an item in a MOLLE vest or LBE gear	3
Pick up or manipulate an object within reach	3
Drop an item	0
Drop to a kneeling, sitting, or prone posture	0
Cycle a weapon	1
Stand up from kneeling, prone, or sitting	6
Clear a jammed firearm	12
Reload a bow	1
Reload a crossbow or speargun	2
Reload a slingshot	3
Reload a Taser	3
Reload a tranquilizer gun	9
Reload a paintball hopper	3
Reload a weapon by hand; Refill a magazine, speedloader, or stripper clip	3 per round or shell
Reload a firearm using a new magazine, speedloader, or stripper clip	4
Reload a link fed weapon with a new link	6
Refill a magazine using a stripper clip	3 per clip
Reload a black powder weapon	12 per barrel or chamber
Scribe a spell/scroll	9
Release a spell	7
Release a scroll	10
Activate a psionic power	5
Activate a psiblade	0
Draw a psiblade	6
Reload a pistol crossbow	3
Tearing/Destroying paper held in hand	1

Table 23: Move Actions

Location	D% roll
Chest	1-10
Left Arm and Hand	11-32
Right Arm and Hand	33-54
Left Leg and Foot	55-76
Right Leg and Foot	77-98
Head	99-100

Table 24: Explosive Extremity Damage Hit Location

Initiative Bonus Modifier	Wager Cost
+1	–1 CP and –1 Atk penalty
+2	–3 CP and –3 Atk penalty
+3	–6 CP and –6 Atk penalty
+4	–10 CP and –10 Atk penalty
+5	–15 CP and –15 Atk penalty

Table 25: Initiative Wagering

Combat Descriptions

Bows

- **Light Pull** Light pulls have –1 damage die and the range is reduced by 5'.
- **Medium Pull** Medium pulls have no bonuses or penalties to damage.
- **Heavy Pull** Heavy pulls have +1 damage die and the range is increased by 10'.

Firearms

- **Single Shot**
  - SA: +1 Atk Bonus, +1 CP cost when single shot with cylinder
  - DA/SA: +1 Atk Bonus after first shot, or if hammer is cocked back for 1 CP
  - DA: +1 Atk Bonus if hammer is cocked back for 1 CP
  - DAO and Pump: No bonus
  - PA: +1 Atk Bonus with all single shots
  - Lever: +3 CP cost when firing prone, –1 CP cost when performing single shots
  - Bolt: +1Atk Bonus, +1 CP cost for all single shots
  - Open Bolt: –2 Atk Penalty for single shots, –1 Atk Penalty for mutlishots, –1 CP cost when reloading
  - Telescopic Sights: 6 CP to acquire target
  - O/U: +1 Atk Bonus
- **Potshot** –6 Atk Penalty
  - SxS: +3 Atk Bonus
- **Double Fire** Like Single shot, uses 2 rounds, double damage
- **Autofire** CRP–7 Penalty, target 10' by 10' area, attack an area with 10 DEF, Reflex Save[TN15] for half damage.
  - Slow ROF: 8 rounds
  - Med ROF: 10 rounds

  - Fast ROF: 12 rounds

- **Bumpfire** Like autofire, CRP–8 Penalty, as Med ROF
- **Suppressive Fire** Continue from autofire, all targets within the area roll Will[TN18] or are shaken for 1d3 rounds. Can shift 5' for 3 CP
- **Sweeping Fire** Fire in a cone, at ½ range from 5' to 40', CRP–10
  - Slow ROF: 12 rounds
  - Med ROF: 15 rounds
  - Fast ROF: 18 rounds
- **Sprayfire** Singular target, +4 damage dice, CRP–10
  - Slow ROF: 8 rounds
  - Med ROF: 10 rounds
  - Fast ROF: 12 rounds, +1 damage dice
- **Burst Fire** Singular target, 2rb CRP–2 and 3rb+ CRP–4
  - **2rb** Two or less dice, +1 die. Three or more dice, +2 dice plus 1 extra die for every three dice beyond first three.
  - **3rb and 5rb** Two or less dice, +2 die. Three or more dice, +3 dice plus 1 extra die for every three dice beyond first three.
  - **6rb** Two or less dice, +3 die. Three or more dice, +4 dice plus 1 extra die for every three dice beyond first three.
- **Double Tap** Singular target, CRP–3, Two or less dice, +1 die. Three or more dice, +2 dice plus 1 extra die for every three dice beyond first three.
- **Fanning** Singular target, 2rb CRP–2 and 3rb+ CRP–4
  - **2r** Two or less dice, +1 die. Three or more dice, +2 dice plus 1 extra die for every three dice beyond first three.
  - **3r** Two or less dice, +2 die. Three or more dice, +3 dice plus 1 extra die for every three dice beyond first three.
- **Slamfire** Singular target, 2rb CRP–4 and 3rb+ CRP–5
  - **2r** Two or less dice, +1 die. Three or more dice, +2 dice plus 1 extra die for every three dice beyond first three.
  - **3r** Two or less dice, +2 die. Three or more dice, +3 dice plus 1 extra die for every three dice beyond first three.

Plasarms, Lasarms and Elarms

- **Chargeshot** 1 Heat + 1 heat per charge level. Can charge up to 50% total heat.
- **Waveshot** 3 Heat per 5', 5' line attack up to two range increments, Reflex Save[TN9] for half damage.
- **Gridshot** 8 Heat, target 10' by 10' area, attack an area with 10 DEF, Reflex Save[TN18] for half damage.
- **Bounceshot** 4 Heat, Bounces shots off of any non organic Huge or larger object with at least 2 points of HP.
- **Pulseshot** 5 Heat, +2 damage dice +1 damage per 10 kW.
- **Scourshot** 15 Heat, All targets within a 15' cone are immediately hit
- **Focusshot** 9 Heat, 5 CP to hold a lasarm on a target for an additional damage roll.

Combat Modifiers

Circumstance	Melee	Range
Attacker flanking defender	+2	+2
Attacker to the rear of defender	+4	+4
Attacker on higher ground	+1	+0
Attacker sitting or kneeling	–2	+1
Attacker prone	–4	+2
Attacker has not been seen yet	+2[1]	+2[1]

1 The defender loses any AGL bonus to Defense.

Table 26: Attack Roll Modifiers

Circumstance	Melee	Ranged
Defender prone	–2	+4[1]
Defender sitting or kneeling	–4	+2[1]
Defender stunned	–2[2]	–2[2]
Defender climbing	–2[2]	–2[2]
Defender flat-footed	+0[2]	+0[2]
Defender grappling (attacker not)	+0[2]	+0[3]
Defender pinned	–4[4]	+0[4]
Defender helpless (such as paralyzed, sleeping, or bound)	+0[2]	+0[2]
Defender has cover	— See Cover —	
Defender concealed or invisible	– See Concealment –	

1 Does not apply if target is adjacent to attacker. This circumstance may instead improve bonus to Defense granted by cover. See Cover, below.
2 The defender loses any AGL bonus to Defense.
3 Roll randomly to see which grappling combatant the character strikes. That defender loses any Dexterity bonus to Defense.
4 Treat the defender's AGL as 0 (-5 modifier).

Table 27: Defense Modifiers

Concealment

Concealment (Example)	Miss Chance
One-quarter (light fog; light foliage)	10%
One-Half (shadows; dense fog at 5')	20%
Three-quarters (dense foliage, fighting around a corner)	30%
Nine-tenths (near total darkness)	40%
Total (attacker blind; total darkness; smoke grenade; dense fog at 10', behind a drywall wall)	50%

Table 28: Concealment

Cover

Degree of Cover (Example)	Cover Bonus to Defense	Reflex Saving Throws	Concealment
One-quarter (standing behind a 3' high wall)	+3	+2	—
One-half (fighting from around a corner or a tree; standing at an open window; behind a creature of same size)	+6	+4	10%
Three-quarters (peering around a corner or a big tree)	+9	+6[1]	20%
Nine-tenths (standing at an arrow slit; behind a door that's slightly ajar)	+15	+8[1]	30%
Total (on the other side of a solid wall)	—	—	—

1 Half damage if save is failed; no damage if successful.

Table 29: Cover

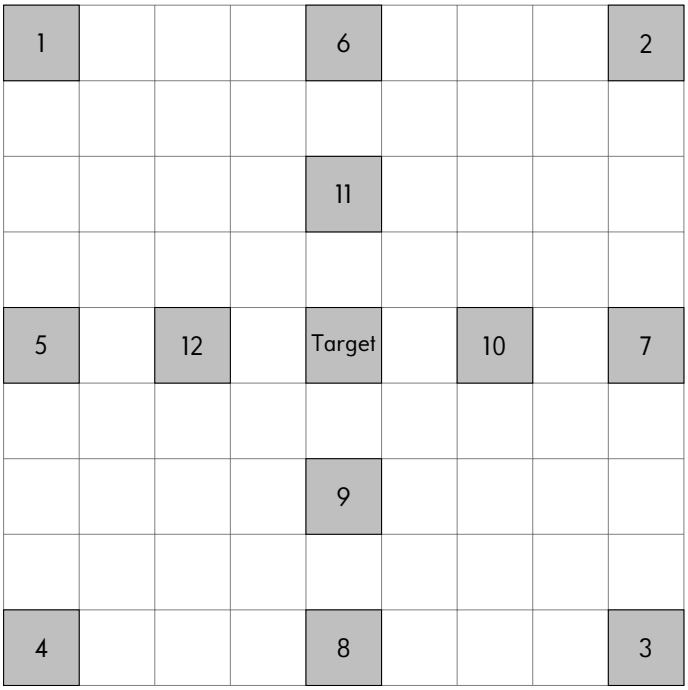

Table 30: Explosive and thrown weapon Miss Locations

Gear Packages

Gear packages are prebuild packages of equipment that can be taken by characters quickly, or useful for GMs to quickly outfit NPCs. It also includes the total cost and weight of the package. The packages do not include any weapons.

Police Officer's Gear Package (33 WP, 12.5 lbs)

- Police Uniform
- Utility Belt
  - 1x Handcuffs (Steel)
  - 10x Handcuffs (Ziptie)
  - Pepper Spray
  - Smartphone
  - Professional Radio
  - Standard Flashlight
  - Tactical Holster
- Tactical Caddy
  - 2x Caddy for Magazines
- Tactical Caddy
  - 2x Caddy for Taser Cartridges

Machine Gunner's Gear Package (70 WP, 19.3 lbs)

- Ballistic Combat Helmet
- Concealable Vest
- MOLLE Vest
  - 1x Plate Carrier Pouch
    - Ceramic Plates
  - 5x Cased Ammo Pouch
  - 1x Dual Large Magazine Pouch
- Utility Belt
- Tactical Holster
- Tactical Caddy
  - 2x Caddy for Magazines

Layman's Medical Gear Package (11 WP, 2.8 lbs)

- Day Pack
  - 8x Cold Packs
  - 4x Spray on Bandage
  - 1x Tourniquet
  - 1x Quick Splint
  - 20x Field Dressings

Ranch Hand's Gear Package (34 WP, 35.7 lbs)

- Casual Clothes, Hot
- Coat
- Work Gloves
- Gun Belt
- Camp Axe
- Flashlight, Lantern
- Tent (2 person)
- Sleeping Bag
- 2x Canteens
- Compass
- Multipurpose Tool
- Rope (200')
- Harmonica

Basic Criminal's Gear Package (7 WP, 11.5 lbs)

- Small Duffel Bag
  - Small Lockpicking Kit
  - Standard Cell Phone
  - Bolt Cutters
  - Duct Tape
  - Lighter

Outdoorsman's Gear Package (42 WP, 35.1 lbs)

- Casual Clothes, Mild
- Sunglasses
- Backpack
  - Fishing Kit
  - Flare Gun
  - Shovel
  - Camp Axe
  - Standard Binoculars
  - Compass
  - Standard Flashlight
  - Rope (200')
  - Tent (2 person)
  - Sleeping Bag
  - 2x Canteens
  - Road Atlas Map
  - Matches
  - Small First Aid Kit

Student Mage's Gear Package (5 WP, 1.7 lbs)

- Small Waist Pack
  - Pencil
  - 160x Graphite
  - Spellbook
    - 100 Pages of Cotton Paper

Mage Caligrapher's Gear Package (12 WP, 2.8 lbs)

- Day Pack
  - Brush
  - Standard Ink Bottle
  - Spellbook
    - 48 Cloth Pages

Working Mage's Gear Package (28 WP, 4.0 lbs)

- Contractor's Field Bag
  - 30x Disposable Ballpoint Pens
  - 100 Page Wood Pulp Paper Book
  - Notebook Computer
  - Lite Magical Calculator Module

Mall Defender's Gear Package (32 WP, 12.9 lbs)

- Security Uniform
- Low-Profile Armor
- Utility Belt
  - Professional Radio
  - Bluetooth Headset
  - Tactical Sheath
  - Standard Flashlight
- Tactical Holster
- Tactical Caddy
  - 1x Steel Handcuffs

Spacer's Gear Package (74 WP, 8.6 lbs)

- Vitalband
  - 2x Stim Doses
- Hardpack
  - Lightsuit
  - Emergency Air Mask
  - Emergency Patch Kit

Full Molle Gear Package (44 WP, 15.1 lbs)

- Molle Vest (4x Molle Slot Upgrade)
  - Sextuple Large Magazine Pouch
  - Backpack Pouch
  - Utility Pouch
- Battle Belt
  - Small Holster Pouch
  - Sheath Pouch
  - Small Magazine Pouch
- Large Molle Compartment Day Pack
  - Large Holster Pouch
  - Sextuple Large Magazine Pouch

Academic's Gear Package (41 WP, 6.9 lbs)

- Business Clothes, Mild
- Contractor's Field Bag
  - Notebook Computer
    - Standard Data Module (Any)
  - 2x Reference Book (Any)
  - Flashlight, Penlight

Adventurer's Gear Package (12 WP, 11.1 lbs)

- Casual Clothes, Hot
- Casual Clothes, Cold
- Overcoat
- Shoulder Holster

Handyman's Gear Package (62 WP, 122.2 lbs)

- Casual Clothes, Mild
- Utility Belt
- Work Gloves
- Large Aluminum Travel Case
  - Bolt Cutter
  - Duct Tape
  - Multipurpose Tool
  - Flashlight, Standard
  - Flashlight, Battery Flood
  - Rope (200')
  - Lighter
  - Small Mechanic's Kit
  - Small Construction Kit

Restricted License Red Bag Gear Package (63 WP, 28.1 lbs)

- Large Duffel Bag (Red Color)
  - Standard First Aid Kit
  - 8x Cold Packs
  - 4x Spray on Bandages
  - 3x Tourniquets
  - 2x Quick Splints
  - 12x Field Dressing
  - 2x Hemostats (3 Bleed)
  - 5x Painkillers (2d4)
  - 2x Standard Antiseptic
  - 2x Opioids (2d10+1)
  - 1x Opioids (3d10+1)
  - 15x Candy Bars

Restricted License Advanced Arms Red Bag Gear Package (122 WP, 34.6 lbs)

- Large Duffel Bag (Red Color)
  - Standard First Aid Kit
  - 8x Cold Packs
  - 4x Spray on Bandages
  - 3x Tourniquets
  - 2x Quick Splints
  - 12x Field Dressing
  - 4x Synthetic Blood Packs
  - 2x Hemostats (3 Bleed)
  - 5x Painkillers (2d4)
  - 2x Standard Antiseptic
  - 2x Opioids (2d10+1)
  - 1x Opioids (3d10+1)
  - 15x Candy Bars
  - Med Sprayer
  - 2x Heal Spray
  - 2x Clot Spray
  - 2x Foamed Metal Spray
  - Health Analyzer
  - Chill Collar
  - Emergency Air Mask
  - 4x StikStick (Stim)

Pharmacist's Gear Package (79 WP, 3.1 lbs)

- 10x Antidote
- 10x Painkillers 1d4
- 3x Painkillers 5d4
- 5x Hemostat (5 Bleed)
- 4x Strong Antiseptic
- 4x Opioids (2d10+1)

Fire Fighter's Gear Package (41 WP, 30.2 lbs)

- Fire Fighter Uniform
- Small First Aid Kit
- Smartphone, Basic
  - Lite Medical Module
- Fire Extinguisher
- Work Gloves
- Utility Belt
  - Multipurpose Tool
- Bolt Cutter
- Turnout Coat
- Plastic Helmet

Creative's Gear Package (14 WP, 10.2 lbs)

- Casual Clothes, Mild
- Day Pack
  - Camera, Commercial
  - Visual Art Kit, Small

Doctor's Gear Package (21 WP, 6.2 lbs)

- Small First Aid Kit
- Smartphone, Basic
  - Lite Medical Module
- Reference Book (Earth/Life Sciences)

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